CLAIMS

1 1. Apparatus for configuration independent simulation of network layer conditions in 2 a simulated network that transmits data packets between a DUT and another component, the apparatus comprising: 3

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a network layer verification mechanism connected between the DUT and the other component, the network layer verification mechanism having a storage and a plurality of methods for selectively forwarding data packets between the DUT and the other component or for selectively storing data packets moving between the DUT and the other component; and

an API interface for invoking the methods to simulate conditions that can occur in the network, including dropped packets, duplicate packets, corrupted packets, out-of-order packets and delayed packets.

- 2. The apparatus of claim 1 wherein the network layer verification mechanism is implemented as a specialized object written in an HVL.
- The form man is a first time of the first time o 3. The apparatus of claim 2 wherein the object includes internal storage in the form of an associative array and a plurality of methods that allow packets received by the object to be selectively forwarded through the object, temporarily stored in the object or the packet data to be corrupted.
- 4. The apparatus of claim 1 wherein the network layer verification mechanism 1 2 comprises a packet ingress section and a packet egress section.
- 5. The apparatus of claim 4 wherein the API interface includes a method for 1 2 transmitting packets between the packet ingress section and the packet egress section. 3

- 1 6. The apparatus of claim 4 wherein the API interface comprises a method for transmitting packets between the packet ingress section and the storage.
- 7. The apparatus of claim 4 wherein the API interface comprises a method for transmitting a packet stored in the storage to the packet egress section.
- 1 8. The apparatus of claim 4 wherein the API interface comprises a method for retrieving a packet stored in the storage.
- 1 9. The apparatus of claim 4 wherein the API interface comprises a method for modifying a data packet received at the ingress section.
 - 10. The apparatus of claim 9 wherein the API interface comprises a method for restoring a modified data packet in the storage.

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- 11. A method for configuration independent simulation of network layer conditions in a simulated network that transmits data packets between a DUT and another component, the method comprising:
 - (a) creating a network layer verification mechanism having a storage and a plurality of methods for selectively forwarding data packets between the DUT and the other component or for selectively storing data packets moving between the DUT and the other component;
 - (b) connecting the network layer verification mechanism between the DUT and the other component; and
 - (c) invoking the methods with an API interface to simulate conditions that can occur in the network, including dropped packets, duplicate packets, corrupted packets, out-of-order packets and delayed packets.
- 12. The method of claim 11 wherein step (a) comprises implementing the network layer verification mechanism as a specialized object written in an HVL.

- The method of claim 12 wherein step (a) comprises creating the object with internal storage in the form of an associative array and a plurality of methods that allow packets received by the object to be selectively forwarded through the object, temporarily stored in the object or the packet data to be corrupted.
- 1 14. The method of claim 11 wherein step (a) comprises receiving packets at a packet
 2 ingress section of the network layer verification mechanism and transmitting
 3 packets from a packet egress section of the network layer verification
 4 mechanism.
- The method of claim 14 wherein the API interface includes a method for transmitting packets between the packet ingress section and the packet egress section.
- section.

 1. The method of claim 14 wherein the API interface comprises a method for transmitting packets between the packet ingress section and the storage.
- The method of claim 14 wherein the API interface comprises a method for transmitting a packet stored in the storage to the packet egress section.
- 1 18. The method of claim 14 wherein the API interface comprises a method for retrieving a packet stored in the storage.
- 1 19. The method of claim 14 wherein the API interface comprises a method for modifying a data packet received at the ingress section.
- 1 20. The method of claim 19 wherein the API interface comprises a method for restoring a modified data packet in the storage.

1 21. A computer program product for configuration independent simulation of network
2 layer conditions in a simulated network that transmits data packets between a
3 DUT and another component, the computer program product comprising a
4 computer usable medium having computer readable program code thereon,
5 including:

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- (a) program code that creates a network layer verification mechanism having a storage and a plurality of methods for selectively forwarding data packets between the DUT and the other component or for selectively storing data packets moving between the DUT and the other component;
- (b) program code that connects the network layer verification mechanism between the DUT and the other component; and
- (c) an API interface that invokes the methods to simulate conditions that can occur in the network, including dropped packets, duplicate packets, corrupted packets, out-of-order packets and delayed packets.
- 22. The computer program product of claim 21 wherein the program code that creates a network layer verification mechanism comprises program code that implements the network layer verification mechanism by instantiating a as a specialized object written in an HVL.
- 23. The computer program product of claim 22 wherein the program code that creates a network layer verification mechanism comprises program code that instantiates the object with internal storage in the form of an associative array and a plurality of methods that allow packets received by the object to be selectively forwarded through the object, temporarily stored in the object or the packet data to be corrupted.
- The computer program product of claim 21 wherein the program code that

 creates a network layer verification mechanism comprises program code that

 creates a packet ingress section of the network layer verification mechanism and

- program code that creates a packet egress section of the network layer verification mechanism.
- The computer program product of claim 24 wherein the API interface includes a method for transmitting packets between the packet ingress section and the packet egress section.
- The computer program product of claim 24 wherein the API interface comprises a method for transmitting packets between the packet ingress section and the storage.
- The computer program product of claim 24 wherein the API interface comprises a method for transmitting a packet stored in the storage to the packet egress section.
- section.

 1. 28. The computer program product of claim 24 wherein the API interface comprises a method for retrieving a packet stored in the storage.
- 1 30. The computer program product of claim 29 wherein the API interface comprises a method for restoring a modified data packet in the storage.
- A computer data signal embodied in a carrier wave for configuration independent simulation of network layer conditions in a simulated network that transmits data packets between a DUT and another component, the computer data signal comprising:

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(a) program code that creates a network layer verification mechanism having a storage and a plurality of methods for selectively forwarding data

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- packets between the DUT and the other component or for selectively
 storing data packets moving between the DUT and the other component;
 program code that connects the network layer verification mechanism
 between the DUT and the other component; and
 - (c) an API interface that invokes the methods to simulate conditions that can occur in the network, including dropped packets, duplicate packets, corrupted packets, out-of-order packets and delayed packets.